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Terms used **successive approximation sample** Found **4,714** of **164,603**

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1 VLSI design: Design and modeling of a 16-bit 1.5MSPS successive approximation ADC with non-binary capacitor array
Jianhua Gan, Shouli Yan, Jacob Abraham
April 2003 **Proceedings of the 13th ACM Great Lakes symposium on VLSI**
Full text available: pdf(125.17 KB) Additional Information: full citation, abstract, references, index terms

The design and modeling of a high performance successive approximation analog-to-digital converter (ADC) using non-binary capacitor array are presented in this paper. A non-binary capacitor array with 20 capacitors is used to design a 16-bit, 1.5 mega samples per second (MSPS) successive approximation ADC. A perceptron learning rule, originally developed for Artificial Intelligence applications, is used as the capacitor calibration algorithm. The system architecture and the circuit design for th ...

Keywords: analog-to-digital converter, calibration, non-binary capacitor array, successive approximation

2 Analog design and evaluation: Effects of noise and nonlinearity on the calibration of a non-binary capacitor array in a successive approximation analog-to-digital converter
Jianhua Gan, Shouli Yan, Jacob Abraham
January 2004 **Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04 , Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04**
Full text available: pdf(113.94 KB) Publisher Site Additional Information: full citation, abstract, references

A successive approximation analog-to-digital converter using a non-binary capacitor array is presented. A perceptron learning rule is used as the capacitor calibration algorithm. The nonlinearity is analyzed using the Volterra series. The effects of noise and nonlinearity are modeled to verify the calibration robustness. With the presence of noise and nonlinearity, the capacitor weights are adaptively calibrated to match the physical capacitors with better than 22-bit accuracy. The accuracy is n ...

3 Approximating optimal spare capacity allocation by successive survivable routing
Yu Liu, David Tipper, Peerapon Siripongwutikorn
February 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 1

Full text available: pdf(1.27 MB) Additional Information: full citation, abstract, references, index terms

The design of survivable mesh based communication networks has received considerable attention in recent years. One task is to route backup paths and allocate spare capacity in the network to guarantee seamless communications services survivable to a set of failure scenarios. This is a complex multi-constraint optimization problem, called the spare capacity allocation (SCA) problem. This paper unravels the SCA problem structure using a matrix-based model, and develops a fast and efficient approx ...

Keywords: MPLS traffic engineering, multi-commodity flow, network planning and optimization, network survivability, protection and restoration, spare capacity allocation, survivable routing

4 Session 5A: Approximate clustering via core-sets

Mihai Bādoiu, Sariel Har-Peled, Piotr Indyk

May 2002 **Proceedings of the thiry-fourth annual ACM symposium on Theory of computing**

Full text available: pdf(183.97 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we show that for several clustering problems one can extract a small set of points, so that using those *core-sets* enable us to perform approximate clustering efficiently. The surprising property of those core-sets is that their size is independent of the dimension.Using those, we present a (1+ &egr;)-approximation algorithms for the *k*-center clustering and *k*-median clustering problems in Euclidean space. The running time of the new algorithms has linear or nea ...

5 Random sampling for histogram construction: how much is enough?

Surajit Chaudhuri, Rajeev Motwani, Vivek Narasayya

June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data**, Volume 27 Issue 2

Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

Random sampling is a standard technique for constructing (approximate) histograms for query optimization. However, any real implementation in commercial products requires solving the hard problem of determining "How much sampling is enough?" We address this critical question in the context of equi-height histograms used in many commercial products, including Microsoft SQL Server. We introduce a conservative error metric capturing the intuition t ...

6 Approximate medians and other quantiles in one pass and with limited memory

Gurmeet Singh Manku, Sridhar Rajagopalan, Bruce G. Lindsay

June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data**, Volume 27 Issue 2

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

We present new algorithms for computing approximate quantiles of large datasets in a single pass. The approximation guarantees are explicit, and apply for arbitrary value distributions and arrival distributions of the dataset. The main memory requirements are smaller than those reported earlier by an order of magnitude. We also discuss methods that couple the approximation algorithms with random sampling to further reduce memory requirements. With sampling, the approximation guar ...

7 Data streams: Approximate counts and quantiles over sliding windows

Arvind Arasu, Gurmeet Singh Manku
June 2004 **Proceedings of the twenty-third ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems PODS '04**
Full text available: pdf(204.76 KB) Additional Information: full citation, abstract, references

We consider the problem of maintaining ε-approximate counts and quantiles over a stream *sliding window* using limited space. We consider two types of sliding windows depending on whether the number of elements *N* in the window is fixed (*fixed-size* sliding window) or variable (*variable-size* sliding window). In a fixed-size sliding window, both the ends of the window slide synchronously over the stream. In a variable-size sliding window, an adversary slides the wi ...

8 Session 11B: Efficient sequences of trials
Edith Cohen, Amos Fiat, Haim Kaplan
January 2003 **Proceedings of the fourteenth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: pdf(873.28 KB) Additional Information: full citation, abstract, references, citings, index terms

We introduce a problem called *sequential trial optimization*, a generalization of the well studied set cover problem with a new objective function. We give a simple algorithm that achieves a constant factor approximation to this problem. Sequential trial optimization naturally arises in heterogenous search environments such as peer to peer networks.

9 Monte Carlo summation and integration applied to multiclass queuing networks
Keith W. Ross, Danny H. K. Tsang, Jie Wang
November 1994 **Journal of the ACM (JACM)**, Volume 41 Issue 6
Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, references, citings, index terms

Although many closed multiclass queuing networks have a product-form solution, evaluating their performance measures remains nontrivial due to the presence of a normalization constant. We propose the application of Monte Carlo summation in order to determine the normalization constant, throughputs, and gradients of throughputs. A class of importance-sampling functions leads to a decomposition approach, where separate single-class problems are first solved in a setup module, and then the ori ...

Keywords: gradient estimation, product-form queuing networks, variation reduction

10 Piecewise surface flattening for non-distorted texture mapping
Chakib Bennis, Jean-Marc Vézien, Gérard Iglésias
July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques**, Volume 25 Issue 4
Full text available: pdf(4.35 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces new techniques for interactive piecewise flattening of parametric 3-D surfaces, leading to a non-distorted, hence realistic, texture mapping. Cuts are allowed on the mapped texture and we make a compromise between discontinuities and distortions. These techniques are based on results from differential geometry, more precisely on the notion of "**geodesic curvature**": isoparametric curves of the surface are mapped, in a constructive way, onto curves in the texture plane ...

Keywords: differential geometry, geodesic curvature, non distorted texture mapping, piecewise surface flattening

11 Learning efficient query processing strategies
Russell Greiner
July 1992 **Proceedings of the eleventh ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**
Full text available: pdf(1.40 MB) Additional Information: full citation, abstract, references, index terms

A query processor QP uses the rules in a rule base to reduce a given query to a series of attempted retrievals from a database of facts. The Qp's expected cost is the average time it requires to find an answer, averaged over its anticipated set of queries. This cost depends on Qp's strategy, which specifies the order in which it considers the possible rules and retrievals. This paper provides two related learning algorithms, PIB and PAO, for improving the Q ...

12 Meshes & surfaces: Adaptive sampling of intersectable models exploiting image and object-space coherence
Anders Adamson, Marc Alexa, Andrew Nealen
April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**
Full text available: pdf(6.01 MB) Additional Information: full citation, abstract, references, index terms

We present a sampling strategy and rendering framework for intersectable models, whose surface is implicitly defined by a black box intersection test that provides the location and normal of the closest intersection of a ray with the surface. To speed up image generation despite potentially slow intersection tests, our method exploits spatial coherence by adjusting the sampling resolution in image space to the surface variation in object space. The result is a set of small, view-dependent biline ...

Keywords: adaptive sampling, object-space coherence

13 Uniform generation in spatial constraint databases and applications (Extended abstract)
David Gross, Michel de Rougemont
May 2000 **Proceedings of the nineteenth ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems**
Full text available: pdf(205.43 KB) Additional Information: full citation, abstract, references, index terms

We study the efficient approximation of queries in linear constraint databases using sampling techniques. We define the notion of an almost uniform generator for a generalized relation and extend the classical generator of Dyer, Frieze and Kannan for convex sets to the union and the projection of relations. For the intersection and the difference, we give sufficient conditions for the existence of such generators. We show how such generators give relative estimations of the volume and appro ...

14 High quality rendering of attributed volume data
Ulf Tiede, Thomas Schiemann, Karl Heinz Höhne
October 1998 **Proceedings of the conference on Visualization '98**
Full text available: pdf(2.17 MB) Additional Information: full citation, references, citings, index terms
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Keywords: partial-volume-effect, ray-casting, tomographic data, visible-human-project

15 Research sessions: query processing I: A scalable hash ripple join algorithm
Gang Luo, Curt J. Ellmann, Peter J. Haas, Jeffrey F. Naughton

June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data**

Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, citings, index terms

Recently, Haas and Hellerstein proposed the hash ripple join algorithm in the context of online aggregation. Although the algorithm rapidly gives a good estimate for many join-aggregate problem instances, the convergence can be slow if the number of tuples that satisfy the join predicate is small or if there are many groups in the output. Furthermore, if memory overflows (for example, because the user allows the algorithm to run to completion for an exact answer), the algorithm degenerates to bl ...

16 A fast and accurate framework to analyze and optimize cache memory behavior

Xavier Vera, Nerina Bermudo, Josep Llosa, Antonio González

March 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 2

Full text available: pdf(270.06 KB) Additional Information: full citation, abstract, references, index terms, review

The gap between processor and main memory performance increases every year. In order to overcome this problem, cache memories are widely used. However, they are only effective when programs exhibit sufficient data locality. Compile-time program transformations can significantly improve the performance of the cache. To apply most of these transformations, the compiler requires a precise knowledge of the locality of the different sections of the code, both before and after being transformed.Cache ...

Keywords: Cache memories, optimization, sampling

17 Session P3: filtering and sampling: Undersampling and oversampling in sample based shape modeling

Tamal K. Dey, Joachim Giesen, Samrat Goswami, James Hudson, Rephael Wenger, Wulue Zhao

October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(5.07 MB) Publisher Site Additional Information: full citation, abstract, references, index terms

Shape modeling is an integral part of many visualization problems. Recent advances in scanning technology and a number of surface reconstruction algorithms have opened up a new paradigm for modeling shapes from samples. Many of the problems currently faced in this modeling paradigm can be traced back to two anomalies in sampling, namely *undersampling* and *oversampling*. Boundaries, non-smoothness and small features create undersampling problems, whereas oversampling leads to too many ...

Keywords: computational geometry, geometric modeling, mesh generation, polygonal mesh reduction, polygonal modeling, shape recognition, surface reconstruction

18 Temporal anti-aliasing in computer generated animation

Jonathan Korein, Norman Badler

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3

Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, references, citings, index terms

The desirability of incorporating temporal anti-aliasing, or motion blur, into computer generated animation is discussed and two algorithms for achieving this effect are described.

The first approximates continuous object movement and determines intervals during which each object covers each pixel. Hidden surface removal is then performed, allowing the calculation of visible object intensity functions and subsequent filtering. The second form of algorithm detailed involves supersampling the ...

19 Approximate query processing using wavelets

Kaushik Chakrabarti, Minos Garofalakis, Rajeev Rastogi, Kyuseok Shim
September 2001 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 10 Issue 2-3
Full text available: pdf(390.24 KB) Additional Information: full citation, abstract, citings, index terms

Approximate query processing has emerged as a cost-effective approach for dealing with the huge data volumes and stringent response-time requirements of today's decision support systems (DSS). Most work in this area, however, has so far been limited in its query processing scope, typically focusing on specific forms of aggregate queries. Furthermore, conventional approaches based on sampling or histograms appear to be inherently limited when it comes to approximating the results of complex queri ...

Keywords: Approximate query answers, Data synopses, Query processing, Wavelet decomposition

20 The JPEG still picture compression standard

Gregory K. Wallace
April 1991 **Communications of the ACM**, Volume 34 Issue 4
Full text available: pdf(3.29 MB) Additional Information: full citation, references, citings, index terms, review

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L3	26	(505/826,827).CCLS.	USPAT	OR	OFF	2005/10/19 09:29
L4	1	successive approximation converter sample hold switched capacitor comparator Iatches switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2005/10/19 09:29
L5	676	successive approximation converter sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2005/10/19 09:31
L6	8	successive approximation converter sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	SAME	ON	2005/10/19 09:30
L7	1	successive approximation converter sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	WITH	ON	2005/10/19 09:30
L8	762	successive approximation sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2005/10/19 09:31
L9	12	successive approximation sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	SAME	ON	2005/10/19 09:31
L10	1	successive approximation sample hold switched capacitor comparator switch	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	WITH	ON	2005/10/19 09:31

L11	801	successive approximation sample hold switched capacitor comparator	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2005/10/19 09:31
L12	1	successive approximation sample hold switched capacitor comparator	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	WITH	ON	2005/10/19 09:31
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